



United States Patent Application
Name of Invention: Blind Choice
A Marble and Dice Game
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ABSTRACT

Blind Choice is a marble and dice board game. It can be played by two to four players. The game utilizes both luck and skill in its play. The appearance of the game is one square playing board. One drawstring cloth bag for containment of marbles. One die and one hundred and nine marbles of various colors. The playing board is divided into four triangular sections. Each section is a different color, blue, red, green and yellow. The marbles are also different colors, blue, red, green, yellow, black and white. Each player chooses a color (section) and plays that color for the duration of the game. The object of the game is for each player to roll the die and pick that number of marbles from the aforementioned cloth bag. The player then places each marble they picked on the corresponding color section on the board. Each colored section has twenty-five perforations for marbles. The player who manages to get all twenty-five of their colored marbles on their own colored section first wins. Although this may appear to be a simple process, the use of wild marbles, eight white and one black, can cause players to win or lose at chance. Both skill and luck are at work in this game. Both the rules and set-up of this game make it unique.

BACKGROUND

What I regard as my invention is specifically a marble and dice board game but more particularly it is a marble and dice board game apparatus whose method of play combines both chance and skill in a manner that both adults and children can play with equal enjoyment. This invention is further enhanced by the flexibility of allowing skilled players to compete against one another or allowing various levels of skilled players to compete against one another without any undo advantage. The invention allows from two to four players to compete at any given time.

Board games have always been a popular and relaxing form of entertainment that is intended, not just for children but for adults as well. My invention provides this by allowing players of equal skill to play against each other in an area of competitiveness consistent with adult skill levels and satisfaction. This invention also allows children or any younger player to play just for the fun of playing. No skill level is needed or necessary. Only chance alone is required for young players, hence the name of the board game "Blind Chance".

Therefore, the aforementioned reasons, there is both a need and a desire for a board game that processes the complexities of play required in competitive who utilize strategies and skill levels equal to their age and maturity level. Yet at the same time the invention remains uncomplicated and simple enough for younger players to enjoy this marble and dice board game using only chance and the simple joy of play children possess.

Jack Martin

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